

<div>Adeline, Resplendent Cathar (1)(W)(W)</div> <div>Legendary Creature -- Human Knight</div> <div>Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</div> <div>* / 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ajani, Nacatl Pariah (1)(W)</div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div>1 / 2</div> <div>----- BACK FACE -----</div> <div>Ajani, Nacatl Avenger</div> <div>Legendary Planeswalker -- Ajani</div> <div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arbaaz Mir (R)(W)</div> <div>Legendary Creature -- Human Assassin</div> <div>Whenever Arbaaz Mir or another nontoken historic permanent you control enters, Arbaaz Mir deals 1 damage to each opponent and you gain 1 life. (Artifacts, legendaries, and Sagas are historic.)</div> <div>2 / 2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Ash, Party Crasher (R)(W)</div> <div>Legendary Creature -- Human Peasant</div> <div>Haste Celebration -- Whenever Ash attacks, if two or more nonland permanents entered the battlefield under your control this turn, put a +1/+1 counter on Ash.</div> <div>2 / 2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Baird, Argvian Recruiter (R)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>At the beginning of your end step, if you control a creature with power greater than its base power, create a 1/1 white Soldier creature token.</div> <div>2 / 2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blood Moon (2)(R)</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Bloodstained Mire</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boromir, Warden of the Tower 2W</div> <div>Legendary Creature -- Human Soldier</div> <div>Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boros Charm RW</div> <div>Instant</div> <div>Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Broadside Bombardiers 2R</div> <div>Creature -- Goblin Pirate</div> <div>Menace, haste Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Cactus Preserve</div> <div>Land -- Desert</div> <div>This land enters tapped. {T}: Add one mana of any type that a land you control could produce. {3}: Until end of turn, this land becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cathar Commando 1W</div> <div>Creature -- Human Soldier</div> <div>Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Chain Lightning R</div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>City of Brass</div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Clifftop Retreat </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Mountain or a Plains.</p> <p>{T}: Add {R} or {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Command Tower </div> <div> Land </div> <div> <p>{T}: Add one mana of any color in your commander's color identity.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eiganjo Castle </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>{W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eiganjo, Seat of the Empire </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Embercleave <div>4R</div> </div> <div> Legendary Artifact -- Equipment </div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each attacking creature you control.</p> <p>When Embercleave enters, attach it to target creature you control.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fable of the Mirror-Breaker <div>2R</div> </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Feldon, Ronom Excavator <div>1R</div> </div> <div> Legendary Creature -- Human Artificer </div> <div> <p>Haste</p> <p>Feldon can't block.</p> <p>Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them.</p> <p>Until the end of your next turn, you may play that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Flagstones of Trokair </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - Swimmaf - Duel Commander (Duel Commander League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/13 - 8 cards - 2.5 x 3.5 in each

<div> <div>Flame Slash</div> <div>Sorcery</div> <div>Flame Slash deals 4 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Flowering of the White Tree</div> <div>Legendary Enchantment</div> <div>Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Forth Eorlingas!</div> <div>Sorcery</div> <div>Create X 2/2 red Human Knight creature tokens with trample and haste. Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Fury</div> <div>Creature -- Elemental Incarnation</div> <div>Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Galvanic Discharge</div> <div>Instant</div> <div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Gemstone Caverns</div> <div>Legendary Land</div> <div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Ghostfire Slice</div> <div>Instant</div> <div>Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<p>Giver of Runes (W)</p> <p>Creature -- Kor Cleric</p> <p>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gut, True Soul Zealot (2)(R)</p> <p>Legendary Creature -- Goblin Shaman</p> <p>Whenever you attack, you may sacrifice another creature or an artifact. If you do, create a 4/1 black Skeleton creature token with menace that's tapped and attacking. (It can't be blocked except by two or more creatures.) Choose a Background (You can have a Background as a second commander.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Hammerheim</p> <p>Legendary Land</p> <p>{T}: Add {R}.</p> <p>{T}: Target creature loses all landwalk abilities until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Headliner Scarlett (3)(R)</p> <p>Legendary Creature -- Human Warlock</p> <p>Haste</p> <p>When Headliner Scarlett enters, creatures target player controls can't block this turn.</p> <p>At the beginning of your upkeep, exile the top card of your library face down. You may look at and play that card this turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Inspiring Vantage</p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Invasion of Gobakhan (1)(W)</p> <p>Battle -- Siege</p> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</p> <p>When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</p> <p>D 3</p> <p>----- BACK FACE -----</p> <p>Lightshield Array</p> <p>Enchantment</p> <p>At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn.</p> <p>Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Isamaru, Hound of Konda (W)</p> <p>Legendary Creature -- Dog</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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① R

First strike, menace
Whenever Kari Zev attacks, create
Ragavan, a legendary 2/1 red Monkey
creature token. Ragavan enters
tapped and attacking. Exile that
token at end of combat.

1/3

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W

At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control. {2}{W}: Kytheon gains indestructible until end of turn.

2/1

- - - BACK FACE - - -

Legendary Planeswalker -- Gideon

[+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able.
[+1]: Until your next turn, target creature gains indestructible. Untap that creature.
[0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 3

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② ③

Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.

Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

2/2

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Lightning Bolt deals 3 damage to any
target.
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R W

Lightning Helix deals 3 damage to any target and you gain 3 life.

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① R

Haste
Lieutenant -- At the beginning of
combat on your turn, if you control
your commander, create a 1/1
colorless Thopter artifact creature
token with flying. That token gains
haste until end of turn.

2/1

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① ② W

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Nonbasic lands are Mountains.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Needleverge Pathway</div> <div>Card</div> <div> <div>Needleverge Pathway</div> <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Palace Jailer2WW</div> <div>Creature -- Human Soldier</div> <div> <p>When this creature enters, you become the monarch.</p> <p>When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Parallax Wave2WW</div> <div>Enchantment</div> <div> <p>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</p> <p>Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Phelia, Exuberant Shepherd1W</div> <div>Legendary Creature -- Dog</div> <div> <p>Flash</p> <p>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Phlage, Titan of Fire's Fury1RW</div> <div>Legendary Creature -- Elder Giant</div> <div> <p>When Phlage enters, sacrifice it unless it escaped.</p> <p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p> <p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>({T}: Add {W}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>({T}: Add {W}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>({T}: Add {W}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Plateau</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Plaza of Heroes</div> <div>Land</div> <div> {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pyrogoyf</div> <div>Creature -- Lhurgoyf</div> <div> Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target. </div> <div> <div>3</div> <div>R</div> </div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pyrokinesis</div> <div>Instant</div> <div> You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures. </div> <div> <div>4</div> <div>R</div> <div>R</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Restless Bivouac</div> <div>Land</div> <div> This land enters tapped. {T}: Add {R} or {W}. {1}{R}{W}: This land becomes a 2/2 red and white 0x creature until end of turn. It's still a land. Whenever this land attacks, put a +1/+1 counter on target creature you control. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Scalding Tarn</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Seasoned Dungeoneer 3W</div> <div>Creature -- Human Warrior</div> <div> When this creature enters, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.) </div> <div> 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Senu, Keen-Eyed Protector 1W</div> <div>Legendary Creature -- Bird Scout</div> <div> Flying, vigilance {T}, Exile Senu: You gain 2 life and scry 2. When a legendary creature you control attacks and isn't blocked, if this card is exiled, put it onto the battlefield attacking. </div> <div> 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Shadowspear 1</div> <div>Legendary Artifact -- Equipment</div> <div> Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Shinka, the Bloodsoaked Keep</div> <div>Legendary Land</div> <div> {T}: Add {R}. {R}, {T}: Target legendary creature gains first strike until end of turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Skrelv, Defector Mite W</div> <div>Legendary Artifact Creature -- Phyrexian Mite</div> <div> Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) </div> <div> 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Skullclamp 1</div> <div>Artifact -- Equipment</div> <div> Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Skyclave Apparition 1WW </div> <div> Creature -- Kor Spirit </div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Smuggler's Copter 2 </div> <div> Artifact -- Vehicle </div> <div> <p>Flying</p> <p>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.</p> <p>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sokenzan, Crucible of Defiance </div> <div> Legendary Land </div> <div> <p>{T}: Add {R}.</p> <p>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Solitude 3WW </div> <div> Creature -- Elemental Incarnation </div> <div> <p>Flash</p> <p>Lifelink</p> <p>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</p> <p>Evoked--Exile a white card from your hand.</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Static Prison W </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Stoneforge Mystic 1W </div> <div> Creature -- Kor Artificer </div> <div> <p>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sunbaked Canyon </div> <div> Land </div> <div> <p>{T}, Pay 1 life: Add {R} or {W}.</p> <p>{1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sundering Eruption 2R </div> <div> Sorcery </div> <div> <p>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</p> </div> <div> <div>----- BACK FACE -----</div> <div> Volcanic Fissure </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Playtest cards - Swimmaf - Duel Commander (Duel Commander League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 11/13 - 8 cards - 2.5 x 3.5 in each

<div>Sundown Pass</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Swords to Plowshares (W)</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thalia, Guardian of Thraben (1)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thalia, Heretic Cathar (2)(W)</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike Creatures and nonbasic lands your opponents control enter tapped.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>The Grey Havens</div> <div>Legendary Land</div> <div>When The Grey Havens enters, scry 1. {T}: Add {C}. {T}: Add one mana of any color among legendary creature cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Virtue of Loyalty (3)(W)(W)</div> <div>Enchantment</div> <div>At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.</div> <div>----- ADVENTURE -----</div> <div>Ardenvale Fealty (1)(W)</div> <div>Instant -- Adventure</div> <div>Create a 2/2 white Knight creature token with vigilance. (Then exile this card. You may cast the enchantment later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>White Plume Adventurer (2)(W)</div> <div>Creature -- Orc Cleric</div> <div>When this creature enters, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Swimmaf - Duel Commander (Duel Commander League)

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zurgo Bellstriker

Legendary Creature -- Orc Warrior

Zurgo can't block creatures with power 2 or greater.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dargo, the Shipwrecker (6)(R)

Legendary Creature -- Giant Pirate

As an additional cost to cast this spell, you may sacrifice any number of artifacts and/or creatures. This spell costs {2} less to cast for each permanent sacrificed this way and {2} less to cast for each other artifact or creature you've sacrificed this turn.

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Trample
Partner (You can have two commanders
if both have partner.)
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[sideboard]

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yoshimaru, Ever Faithful (W)

Legendary Creature -- Dog

Whenever another legendary permanent you control enters, put a +1/+1 counter on Yoshimaru.

Partner (You can have two commanders if both have partner.)

[sideboard]

1/1

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